




ALTER EGO

Activision. £ 14.99, disk, joystick or Keys



Downloads:  (Male - 820K)  (Female - 1008K) 

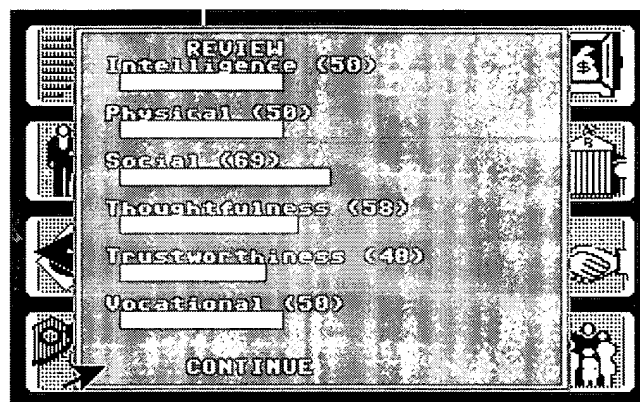
What if ... If you have ever wondered what would have happened if you had tried harder at school, had more confidence when dating, been more daring in your social life, then Activision have a product with some possible answers for you. Called Alter Ego, it's a three disk adventure/role playing game which takes you through the seven stages of life by means of icon driven decision making sections.

Character creation



Activision have released some pretty innovative and original software in the past, but never have they released anything quite so stunningly original as Alter Ego. It is a truly remarkable simulation of life itself and proves just as enjoyable an experience as the real thing, with a multitude of different situations to face as you see fit. It is one of the most addictive and compulsive games I have ever played (yes, that old cliché), mainly due to its voyeuristic and indifferent nature. There's not much more to be said, other than enjoy life to the full... With Alter Ego!

make decision



Initially, a character may be created by either the computer or yourself, by answering a series of questions such as, 'Do you think questions like this are a waste of time?' with TRUE and FALSE responses. If you allow the computer to answer the questions, an option to review and edit the responses is still available. The seven stages of life are Infancy, Childhood, Adolescence, Young Adulthood, Adulthood, Middle Adulthood and Old Age. Any of these may be chosen as the starting point to the game and it is possible to play the same section more than once.

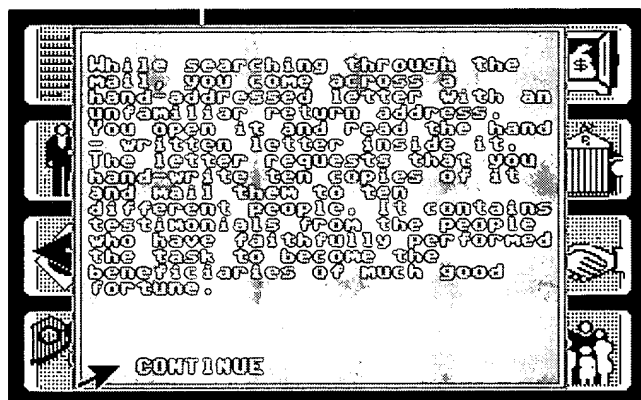
Initially there are two main icons on the screen. The first of these is accessed to display your main characteristics both physical and psychological. The second tells you your age. The rest of the screen is best described as a series of icons connected in flowchart fashion. These central icons are Emotional, Physical, Familial, Intellectual, Social and (later) Vocational. Selecting one of these icons enters you on a

kind of multi-choice mini-adventure which, if successfully completed, increases your life score.

These episodes open up from text windows appearing above the main screen. As each of the episodes is played out, the flow chart may be scrolled down to reveal the next series of events.

Playing the mini-episodes is the main part of the game. The choices available allow your character to develop in a wide variety of different ways. Later in life, the consequences of earlier actions will affect anything from what kind of job opportunities are open to you to getting a compatible partner for marriage (which is as suitable time as any to point out that whilst the version reviewed was 'male', Activision are preparing a female version). Normally the episodes take the form of a situation being presented where you are the central character. You then choose the mood for your character and then the action he or she performs. More choices may follow, depending on the situation. The conclusion usually hints strongly at how well you did and takes the opportunity to poke fun whenever possible.

When a section of the game has been finished, a 'narrator' comments on your progress so far, offers some advice for the future and gives you the option of saving the current game, playing the section again or continuing into the next stage. Once adolescence is reached, more static icons appear on the screen. These consist of High School, Risks, Relationships and Work. They may be accessed more than once



and remain on screen, despite the disappearance of the central icons. Paying too much attention (or too little) to any of these icons will affect you, no matter how well you do elsewhere. For instance, if you spend all your time dating instead of going to school, you are more likely to get somebody pregnant than passing your exams! On the other hand, do you really want to end up being the introverted, limp wimp... Of course, playing out the various mini-adventures properly is still essential to successful play.

Risk taking can improve self-confidence and intellect but because of the dangers involved with some of the activities, may also lead to death. If this section is chosen, the computer constantly asks whether you would rather stop or continue. Intellectual questions start becoming more of a general knowledge quiz. Unfortunately, the questions seem to be biased towards the American player however, Activision have kindly supplied a crib sheet so it is possible to answer questions about presidential protocol correctly!

As life goes on, more static icons appear dealing with College, Major Purchases, Marriage and Family (the one you help create rather than the one you came from). Life consequently becomes more complicated and difficult to co-ordinate. The game expects you to play in character and so



From the very first keyrpress this game is addictive really addictive ! It's wonderfully written. The writer (an American psychologist) displays a great sense of humour and a surprisingly perceptive view of all the problems both the young and old face in their lives. Almost every situation has happened to you at some point. With this game you have the chance to answer back to teachers when you never had the guts to in real life-- take risks that you

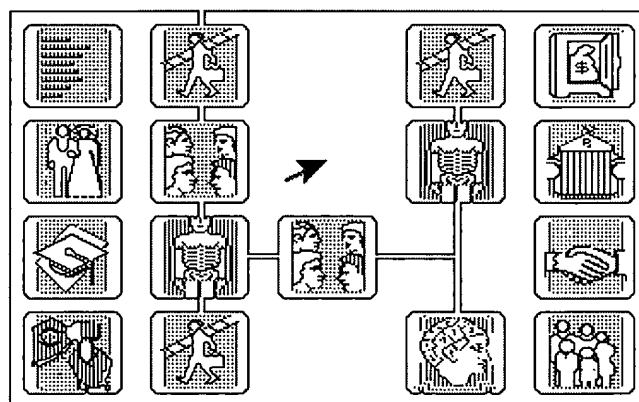
indicates when it believes you have made a bad choice in an area. Also, if your action indicated an impulsive nature rather than a thoughtful one, you may find yourself rather short on resources from time to time as the computer assumes you splash out the cash without much concern for the consequences.

If at any point during an episode, you wish to backtrack through to a particular choice, the Review option at the top of the text screen allows you to do so. A game may be saved in the middle or at the end of one of the seven stages.

sometimes chickened out of -- and make decisions that you have not yet experienced for real.

As life goes on, play becomes realistically more complex and demanding. Frequent checks on your characteristics are necessary if a balanced character is to be developed. The result is a game that's original in nature and compulsive to play. It's neatly presented on the screen, it's challenging -- it's excellent Go out and buy it -- worry about the consequences later!

Whatever the public think of the game, one thing is almost for certain: it's going to stir up a lot of controversy. Throughout the instructions, there are reminders that this is only a game. Nevertheless, it tends to be quite educational and it doesn't consider any area to be a taboo subject. Everything from early sexual encounters and toilet training to complex social interaction and death is given equal treatment -- all with a humorous sweetener. Even so, the option is given to flip past these sequences. Apparently, in the states, the game has gone on sale with an 'over sixteens only' label but the same caution is not to be applied to the English market. No doubt, a lot more will be heard about Alter Ego ...



INCREDIBLE !!! The harmless looking packaging of Alter Ego contains one of the most incredible programs I've ever seen- and played ! Additive's not the word for it--- I sat down one Sunday afternoon and loaded up Alter Ego -- goodbye Sunday night and most of Monday morning... The sort of problems that you encounter in real life are present in Alter Ego, and there are loads and loads of them--girlfriends, friends, Mummy and Daddy, fights, school, getting married/divorced, witty ones, dangerous ones, sexy ones, sad. ... Everything- the author's a genius!

The sheer volume of text is also unbelievable, and the problems that crop up are taken from a pool making the game different each time it's played (obviously the same problems DO appear eventually). I can't recommend this program highly enough. If you've got a disk

Presentation 96%

Well produced, comprehensive instructions and excellent on-screen presentation.

Graphics N/A

Sound N/A .

Hookability 98%

An enjoyable doddle to get into and easy to use.

Lastability 97%

When you're bored of life, you'll be bored of Alter Ego.

drive then beg, steal or borrow Alter Ego. If you haven't then beg, steal or borrow a disk drive too!



Value for Money 91%

Well, it IS quite expensive, but your life over again, and again, and again? Given that you have the money to spend, then it's well worth it.

Overall 98%

Original, unusual, compelling, varied... C'est La Vie!

Note : This article was originally on Alex's "Brigadoon - Zzap!64 Online" site, which has closed down while he's gone on a world trip and eventually planning to live and work in Dublin, Ireland. According to his farewell message on his site he gives permission to grab and download any pages of use. I contacted him directly to request permission to actually use those pages on this site and he agreed. His site will be offline (for at least a while) and these articles shouldn't be lost. Should he request it or his site comes back at a later stage, I'll delete these related files.



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Alter Egos: Game Mechanics

... **alter ego** he or she is playing to the other two **alter** egos that make up the Person, and not to any other players. A player should not show his or her **character** ...

www.wunderland.com/WTS/Jake/AlterEgos/GameMechanics.html - 5k - [Cached](#) - [Similar pages](#)

Review: Alter Ego

... fleshed out before the game even begins – but PCs where the **character** is determined ... And this is one objection to **Alter Ego**: for a game that's got half of the ...

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... Certo! Puoi selezionare uno dei "**character**" oppure creare un tuo **Alter Ego** e registrare il messaggio utilizzando un normale microfono. ...

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Walter's Alter Ego - http://waltersalterego.cjb.net

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... For Hollywood Misery, an **Alter Ego** Helps. By BERNARD WEINRAUB Published: February 11, 2004 OS ANGELES, Feb. ... My mother is a big **character**," Ms. Fisher said. ...

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... Synonyms: **character**, id, individuality, macho, power, psyche, self, self ... Synonyms: acquaintance, adherent, adviser, **alter ego**, amigo, bosom buddy, companion ...

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comics research bibliography: Wonder Woman

... Salek, Rebecca. 2000. A Classic Woman - Diana: The Wonder Woman **Character** Portrait. ... **Alter Ego** 3 (2; Autumn): Golden Age section 30-33. Thomas, Roy. 1999. ...

www.rpi.edu/~bulloj/search/WONDER.html - 6k - [Cached](#) - [Similar pages](#)

aka : Claim your alter ego!

... Alias Names Hello, and welcome to AKA, aka the Claim Your **Alter Ego** community. Just like the name says, you can come here and claim a **character** who represents ...

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Quiz Junkie

... **Alter-Ego**? Who Is Your Inner Guiding Light Woman?*Coming Soon!* Which Guiding Light Male Are You Best Matched With?*Coming Soon!* Which Bastard! **Character** Are ...

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Game Mechanics

Introduction

Each named Person is controlled by three alter egos, namely Feelings, Thoughts, and Beliefs. All three players will be wearing clothing to indicate their association, and should not separate during the game. A player should only reveal which alter ego he or she is playing to the other two alter egos that make up the Person, and not to any other players. A player should not show his or her character sheet to anyone in the game. Naturally, all the People are rather dysfunctional, or this game would be dull.

Control by Winning Votes

At any one time, only one of the alter egos may be in control of the Person. The player controlling the Person will indicate this by wearing a hat, which Freud will provide. Each alter ego has a number of votes which can be cast to determine which of them is in control at that time. An alter ego may decide to abstain from a vote or use only some of his or her votes. Any of the three may request a huddle to discuss an issue or vote on control. While in a huddle, the Person is "thinking" and is taking no action. During a tie vote, the Person is "uncertain" and is also taking no action. When a new player controls the Person, that player then wears the hat. All three alter egos are aware of the Person's actions, perceptions, and memory at all times, regardless of which one is in control.

The number of votes that an alter ego has will most likely change during the course of play. Most alter egos are aware of what will increase or decrease their votes. Players do not need to reveal to anyone what these situations are until they occur, and even then they should only reveal them to the two other alter egos.

Combined Control

The alter ego which is in control of the Person should act in accordance with the votes that put that player in control. For example, if Feelings is in control but only because both Feelings and Beliefs voted for Feelings, then the actions of the player of Feelings should reflect the combination of these two alter egos. If an alter ego wins a vote without help or could have won without help, then that player's actions need not take into account the desires of the other two alter egos. To win a vote without help means that you would have won even if the alter egos that voted for you had voted for themselves.

Example

George is a Person controlled by George's Feelings, Thoughts, and Beliefs. His Feelings have 3 votes, his Thoughts have 2 votes, and his Beliefs have 4 votes. If each of George's alter egos vote for himself or herself to be in control, then Beliefs will be in control; having won the vote alone, the player of Beliefs may act solely from the concerns of George's Beliefs. If both Feelings and Thoughts vote for Thoughts to be in control, then Thoughts will be in control, but the player must cater to the emotions that caused Feelings to vote for him. It so happens that George's Beliefs has 1 more vote when the action to be taken has to do with religion, and that George's Feelings has more votes when emoting anger. If George is confronted with a religious dilemma, both Feelings and Thoughts may vote for Feelings to be in control while Beliefs votes only for herself, leaving George in a deadlock and doing nothing. Perhaps the religious dilemma would also make George angry, breaking the tie in favor of Feelings, although the player of Feelings would have to act in a manner tempered by reason since she only won the vote with the help of Thoughts.

Strategies You Should Not Use

An alter ego should not filibuster or disrupt the Person unless there is a real chance of a different outcome of the vote to control. However, since huddles and votes take longer in this game than actual decisions take in real life, players should be patient with other People and play as if other People are making faster decisions than they really are.

None of the People in the game is a mind reader. Try to avoid being overheard by other players when discussing something with the other two alter egos that make up your Person. Also, avoid listening in on conversations that another Person's alter egos have with each other. Do not try to figure out which player outside your triad is feelings, thoughts, or beliefs. These particular requests will be difficult to fulfill, but it does not make sense in the game for players to know more than the People involved would know.

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